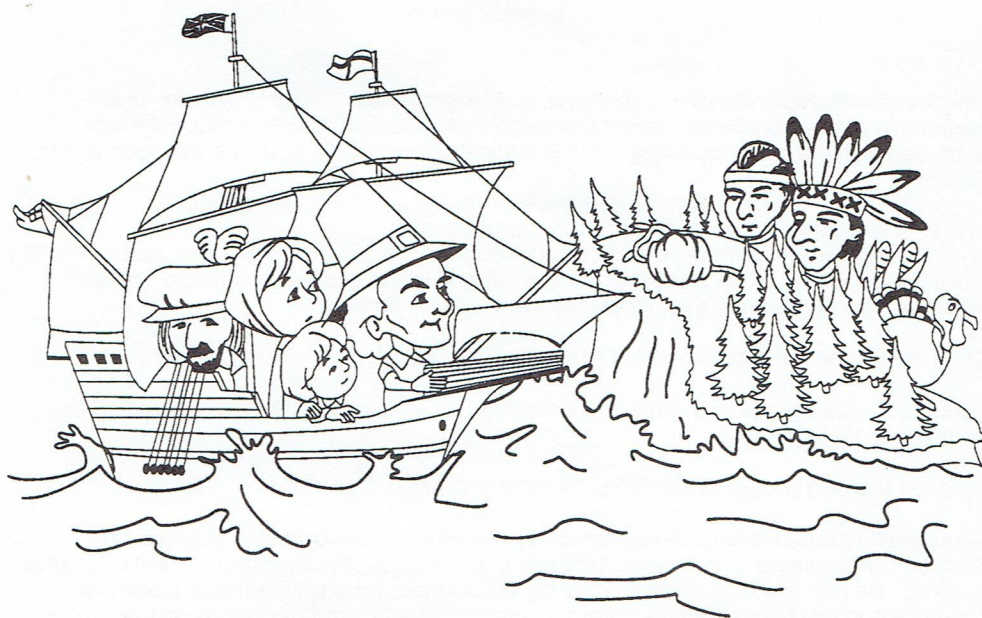


PilgrimQuest™

Part of the
TIME WINDOW™ SERIES
Guide Book



PilgrimQuest™

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A LETTER FROM THE CEO

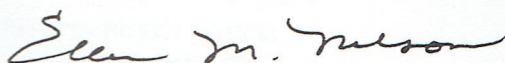
Thank you for choosing *PilgrimQuest™*!

PilgrimQuest™ is the first *Time Window™* program: *Time Window™* allows you to "go back in time" and be a Pilgrim. You have decisions about choices the Pilgrims faced and you will chart your own course in the early colony.

If you don't succeed at first, try again.

Enjoy!

Sincerely,



Ellen M. Nelson,

CEO

Decision Development Corporation

PilgrimQuest™

ACKNOWLEDGEMENTS

The team responsible for producing *PilgrimQuest™* consisted of a variety of individuals and talents. We acknowledge their contribution and the experience and dedication each brought to the task of developing this software program.

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PilgrimQuest™

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INTRODUCTION

PilgrimQuest™ is a simulation about the Pilgrims' experience from 1620 to 1626 as they established the Plymouth colony in America.

Your mission is to build the colony, guard against Native American attack, pay your debts, find more food, care for the sick, survive, prosper, and find the Mayflower Compact.

The research for *PilgrimQuest™* was obtained from primary and secondary source material. Events during the voyage or in the settlement are based on real life events. Any decisions required by students in the simulation are actual decisions that the Pilgrims had to make themselves. The possible outcomes of these decisions are things that happened or may have occurred.

As students learn about early settlements, the experience of the Pilgrims, and the Mayflower Compact, they are introduced to the concepts of self-government and individual responsibility.

PilgrimQuest™ is applicable at three grade levels.

- At grade five, students study the European explorers who sought trade routes, economic gain, adventure, and national glory in the New World. As they discuss the

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technological developments that made the Age of Exploration possible. *PilgrimQuest™* can help them understand how the explorers and crews might have felt when they explored unknown lands.

- In grade eight, students address the significant developments of the colonial era in detail. *PilgrimQuest™* can help students reach a richer understanding of:

The development of democratic institutions.

The development of an economy based on agriculture, commerce, and handicraft manufacture.

The emergence of major regional differences in the colonies.

- In the eleventh grade, students who use *PilgrimQuest™* can review the democratic ideals and economic framework that were incorporated in our nation when it was founded and apply this knowledge to understanding significant events in 20th century American history.

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CHAPTER 1: GETTING STARTED

USING THE COMPUTER

Hardware Specifications

You will need an IBM compatible PC with 640K of RAM, a MCGA or VGA video card that supports 256 colors, and a hard drive with at least 1.4 Megabytes available to install *PilgrimQuest™* upon. You will also need either a 1.2M 5.25 floppy drive or a 720K 3.5 floppy drive for transferring the files to the hard drive.

Handling the Disk

- Floppy disks are delicate and need to be handled with care.
- Handle disks by the protective covering only.
- NEVER touch the exposed gray surface of the disks.
- Keep disks in their storage envelopes when not in use.
- Avoid exposing disks to magnetic objects like TV sets or stereos.
- Avoid extremes in temperature and direct sunlight.

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STARTING UP

First Time Starting Up

- Turn on the computer, wait until DOS is loaded and you are at the command line prompt (**C:>**)
- Install the *PilgrimQuest™* disk, label side up and inserted last, into the appropriate floppy drive of the computer and close the drive door.
- Type the letter of the drive where you placed the disk. Most drives are either "A:" or "B:". Press the **Enter** key. If the light on the drive matches the one where the *PilgrimQuest™* disk resides, go to "Installation". If the light does not match, or you see a DOS error message, then start over and use the other drive letter.

Installation Check List

- *PilgrimQuest™* disk is in the proper drive and drive is ready.
- Command line prompt is either **A:>** or **B:>**.
- Type **INSTALL C: PQUEST** and press **Enter**. Doing this will install *PilgrimQuest™* on the **C:** hard drive in the PQUEST directory.

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If you would like to install it on a different hard drive or directory, then change the DRIVE and/or DIRECTORY.

- Example:

INSTALL C: PQUEST (copies files to C:\PQUEST directory)

INSTALL D: GAMES\PQ (copies files to D:\GAMES\PQ directory)

- Installation takes about one to two minutes to complete and you will be placed into the DRIVE:\DIRECTORY that you specified.
- Type **G** (go) and press **Enter** to start *PilgrimQuest™*.

QUITTING

- Press **ESC**ape two or three times until the **ACTION MENU** is seen. Press the down (↓) arrow, select **GAME OPTIONS**, select **"leave PILGRIMQUEST™"** and press **N** if you do not want to save your current game or **Y** if you want to save your current game.

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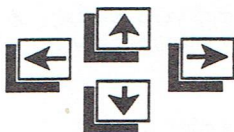
QUICK START CARD

ESC ESCape • To Exit from the Current Screen

SPACE BAR • To View Map

ENTER ENTER

- Continue
- Select Site
- Hunt
- Look for the Mayflower Compact
- Change Game Options
- Enter a Site During Walk Around
- Make Choices



DIRECTION KEYS

- Highlight Actions
- Change Amounts
- View Sites
- Assign Chores
- Change Time
- Steer Shlp or Shallop
- Walk Around
- Fish, Log, and Hunt

↓ ACTION MENU

GAME OPTIONS

Changes the options of the game

TOWN RECORDS

Provides data about the colony

BUY PROVISIONS

Stock the Mayflower for the Atlantic crossing

ATTEND CHORES

Player assigns chore teams

LET'S SAIL

Start the Atlantic crossing

WALK AROUND

Move around Cape Cod Bay Map

To access the Action Menu, press the down arrow key.



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QUICK START CARD

The "**Fn KEYS**" or *Function Keys* provide the following information:

-  F1 Colony Report
-  F2 Medical Report
-  F3 Security Report
-  F4 Farm Report
-  F5 Building Report
-  F6 Money Report
-  F7 Stores Report

A player must be in the "Action" screen to access these reports. The last report viewed will be displayed each Sunday if "reports on" is chosen in **Game Options**.

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CHAPTER 2: LEARNING TO PLAY THE GAME

THE SIMULATION: HOW TO PLAY

PilgrimQuest™ combines decisions and resulting outcomes with hand/eye coordination in an exciting simulation based on the Pilgrims' settlement at Plymouth. The following actions are included:

- Buying provisions for the voyage
- Crossing the Atlantic
- Choosing a site for the colony
- Assigning needed chores, such as hunting, defense, building, etc., for sustaining the colony
- Visiting Native American villages to trade and negotiate
- Visiting a ship, when one is in port, to order, trade, and ship goods
- Building a colony
- Farming
- Hunting and fishing
- Providing necessary goods for health and welfare

PilgrimQuest™ is easy to play and it flows in a natural, effortless manner. Since

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PilgrimQuest™ is based on historical research, learning will be the natural outgrowth of the game. There is a wealth of information packed into this one simulation. Outcomes of decisions are always apparent at a later time and trying to predict these outcomes highlights critical thinking skills.

PROGRAM CONTENTS

Player Command and Control

- **KEYBOARD**

The keypad direction keys (←, ↑, →, ↓), **ESC**ape, and the **Function (Fn)** keys are the primary command keys. Function keys are those marked F1, F2, F3 and so on. In general, holding the **Shift** key down with any command key will accelerate the function. The game will **highlight** the current options available to you.

PilgrimQuest™ was designed to be played primarily from the keypad on any standard keyboard. For example, the **Reports** can be triggered with the normal **Fn** keys, digit keys (1 - 7 at the top of the keyboard), or even by shifting the keypad 1 - 7 keys (usually found in a block on the right side of the keyboard). The "*" key can be used anywhere the **ESC**ape key is allowed.

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- **MOUSE**

A mouse can also be used for player control. Whenever the mouse is moved, the "**MouseBar**" at the bottom of the screen (Figure 1) will display a strip of "**MouseKeys**" that are valid for current game play. These correspond with the keyboard functions previously described. The **MouseKeys** will remain "on" until the keyboard is touched, and they will reappear when the mouse is moved again. To "press" any **MouseKey**, place the cursor on the **MouseKey** and click with either mouse button.

MenuBar >

MouseBar >



Figure 1. Actions/Time

PilgrimQuest™

Holding down the button on the mouse is the same as holding down a keyboard key. In either case, key repeating is accepted in some parts of the game and not in others, depending on the context.

The MenuBar

The **MenuBar** at the top of the screen, (Figure 1) allows you to:

- 1) Travel through **Time** or
- 2) Activate the **Action Menu**

- **TIME**

To move through time, simply press the right or left direction keys ($\leftarrow \Rightarrow$). "Time travel" provides a way to move the game along more quickly and will form a crucial link between you and the historical record. During the early stages of the game "time travel" is allowed in both directions. As the game progresses, "*past blockers*" are inserted to prevent moving backward in time.

The current (historical) date is constantly on display and may (or may not) move at a constant rate depending upon the current scene and your actions. This concept might be viewed as "*elastic time*". When "**time stopped**" appears in **RED**, time does not

PilgrimQuest™

move until you enter **ESC**ape to allow time to continue. Managing your time is an important aspect of the game and you will need to base your decisions on its passage.

• ACTIONS

Pressing the down arrow key [↓] allows you to see a display of a short **Action Menu** from which a selection can be made. The available selections in an **Action Menu** will depend upon the date of the current "scene" or activity. **Game Options** is ALWAYS the top item on the **Action Menu**.

At the start of the game, you can only buy (or sell) initial provisions (**Buy Provisions**) and sail (**Let's Sail**). After arriving at Cape Cod Bay (September 8, 1620), only **Game Options** are available to you. When you land at the site (December 18, 1620), you can use the **Action Menu** to check **Town Records**, **Attend Chores**, or **Walk Around**. (Page 2.12)

THE ACTION MENU

When the **MenuBar** at the top of the screen is highlighted (in white), you can enter the **Action Menu** with a down arrow key [↓] (Figure 3, page 2.12).

Before you set sail, the **Action Menu** lets you choose **Game Options**, **Buy Provisions**, and

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Let's Sail (see page 2.11). After landing, you can choose **Game Options**, **Town Records**, **Attend Chores**, or **Walk Around**.

Game Options

In all, there are 10 possible **Game Options**. Some may not be available at certain times during game play.

Game Options gives the player the opportunity to change functions of the game. For example, you can review reports, change currency, and so on. **Game Options** can be accessed at any time during the game from the **Action Menu** screen.

- **SOUND**

- (1) The topmost option, "*Sound is on (off)*" is always available. Pressing **ENTER** will change this from "*on*" to "*off*", (or back "*on*"). During gameplay, you can accomplish the same thing by keying a **Ctrl-S**.

Changing the sound gives the player the option of listening to original music during *PilgrimQuest™*. In a computer lab, where there is more than one computer, it is suggested that the sound be turned "*off*" by selecting the off option in **Game Options** or pressing **Ctrl-S**.

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- **CURRENCY**

- (2) The "Currency in \$¢ (#s)" option is always available. Pressing **ENTER** will change this from "\$¢" (American currency) to "#s" (English currency), or back again. This option lets you decide whether money displays are to be in dollars and cents (American) or pounds and shillings (English) when making purchases and expressing debt. The money box will be displayed during all true financial activities. See more about

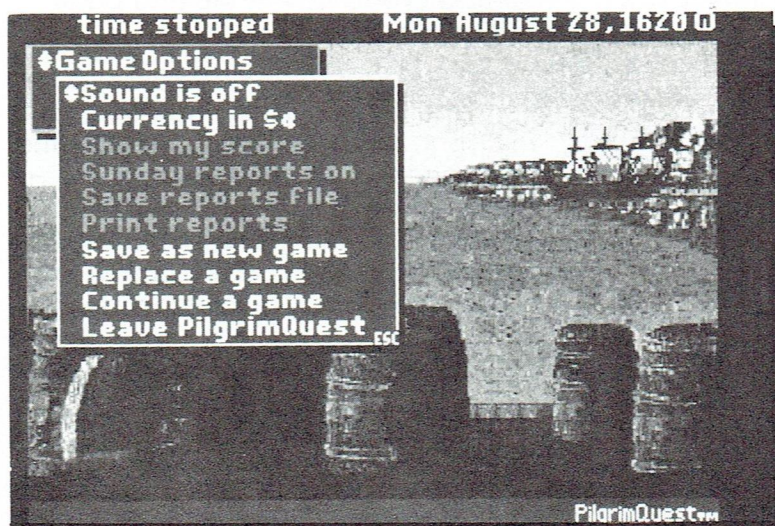


Figure 2. Game Options

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this under "*Money and Debt*" (page 2.33).

- (3) The "*Show my score*" option is not available until you have "landed" at your selected site in the New World. After that, it will display your total score so far, as well as the score components - Survival, Finances, Treaties, Compact, and Explore.

- **REPORTS**

The next three options concern **Reports**. They become available only after landing at your colony site (see page 2.17).

- (4) If the "*Sunday reports on (off)*" option is "on", the game will halt each week at midnight, start off Sunday, and show the most recently displayed report (there are seven types of reports). When this option is "off", the game will NOT halt for this display, but you can still call up these reports on demand by pressing the **Fn** keys (**F1 - F7**).
- (5) With the "*Save reports file*" option, the current information on all seven reports plus your game score can be saved as a standard ASCII disk file. This may be printed with the DOS "*PRINT*" command or from within your favorite editor at a

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later time. The file will have 60 lines (to fill a single 8-1/2" x 11" sheet) and occupy 4800 bytes on your disk. The name you choose must be eight characters or less to conform to DOS standards. It can be a "DOS *pathname*" including a drive specifier and/or an extension of three characters or less. Only valid DOS filename characters are allowed. (See your DOS manual for more information about DOS filenames).

- (6) The "*Print reports*" option will directly print the current Report information from within the game, providing your system has a printer that is connected, powered up, and "*online*". If you don't have a printer, you should use the "*Save reports file*" option to save the report file to disk. You can have it printed on a system that includes a printer at a later time.

- **GAMES**

- (7) The "*Save as new game*" option is always available (except when you have already saved the maximum of 32 games). You can "*name*" this file using up to 23 normal characters, including blanks. This "game file" contains all information about your game at the time it is saved, allowing you to restart it

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later. Saved games can be started when you reboot *PilgrimQuest™* or at any time when you have access to the **Game Options** menu (see the "Continue a game" option below).

(For you DOS buffs, the "true" DOS name of a game file is constructed from the historical date and time plus a "hash" of the name you give. An extension of ".GAM" is then added.)

- (8) The next option allows you to "Replace a game" (unless there are no saved games). You select a game from a display of all previously saved games. The game "name" can then be altered or replaced entirely. When you press **ENTER**, the old game is deleted and the current game saved (as described above).
- (9) Use the "Continue a game" option to return to a game (unless there are no saved games). Again, you select a game from the display of previously saved games. After pressing **ENTER**, you are immediately back to the point where that game was saved and you may simply continue from there.

You can always change your mind about saving, replacing, or continuing a game by using the **ESCAPE** key.

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• QUITTING

- (10) The final option is "*Leave PilgrimQuest™.*" You will be asked if you wish to save the current game. If you answer **Y** (yes), you will be returned to the **Game Options Menu** with either the "*Save as new game*" or "*Replace a game*" option highlighted (see above). If you answer **N** (no), you will exit to the *Time Windows PilgrimQuest™* credits screen. Pressing **ESCAPE** will then let you exit to where you first started *PilgrimQuest™*.

THE ACTION MENU, Continued

Before landing, you will, in addition to **Game Options**, only have the following choices in the **Action Menu**:

Buy Provisions

This option allows you to buy provisions for your voyage. It is only available at the start of the game.

Let's Sail Starts the Atlantic Crossing.

After landing at your selected site, the **Action Menu** (Figure 3, page 2.12) lets you choose **Game Options**, **Town Records**, **Attend Chores**, or **Walk Around** (Figure 3).

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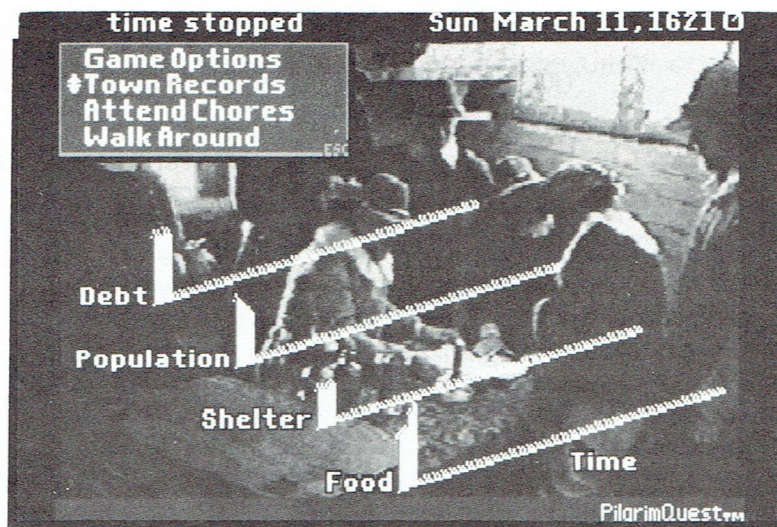


Figure 3. Action Menu/Town Records

Town Records

Information about the colony such as population, debt, food, and shelter is available by **ENTERing Town Records** from the **Action Menu** (Figure 3). Also, recent shipping and financial documents are displayed in **Town Records**. Just keep pressing **ENTER** or **ESCape** to see the next record.

Pressing **ENTER** a second time displays the debt. This information is automatically displayed on the screen once a week on Sunday (See "Sunday reports on/off" in **Game Options**).

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Attend Chores

Attend Chores (Figure 4) allows you to manage your labor pool by assigning work teams. Pressing **ENTER** will display information about the needs and output of a chore team (Figure 4).

This option gives the player the opportunity to assign idle Pilgrims to chores. Chore teams of one to four Pilgrims can be assigned to produce goods and services and to build things. The number of Pilgrims needed for a team varies. Activities that are remote from the settlement require a

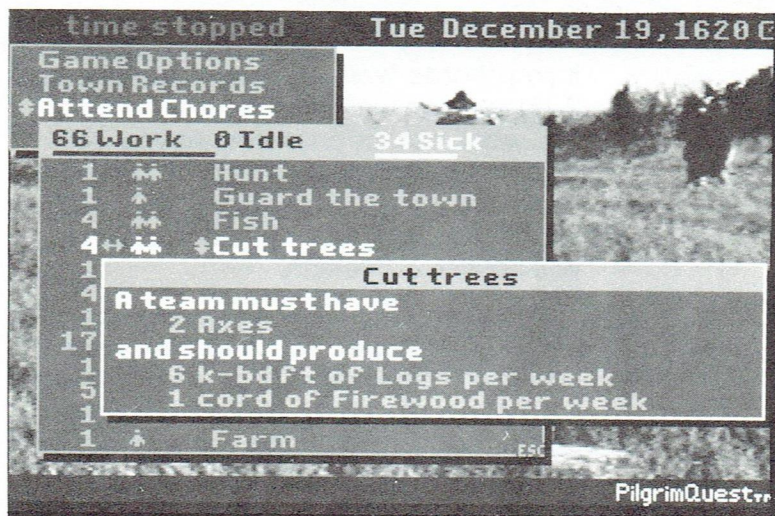


Figure 4, Attend Chores, Chore Teams

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minimum of two Pilgrims for security. A team will usually need tools or weapons, use up supplies, produce goods and services, or add to a structure. The number needed in a team is indicated by the "people" icons in the chore list.

Once a week, goods consumed (or used by chore teams) are subtracted from stores, and goods produced are added. Services and construction results are calculated weekly. The exception to this is turning cloth into clothing, which occurs only once a month on the first day of a month.

Walk Around

If you choose **Walk Around**, (Figure 5, page 2.15) you can walk anywhere in the colony you want, except on water. As you walk about, your travels are recorded on a map that can be seen by pressing the **SPACE**bar. This map will become more complete as you cover more terrain.

You may enter any location marked by a RED DOT. An "Enter" signal will flash in the upper left hand corner of the window when you have reached the destination. At this point you press **ENTER** and you will be able to trade goods and conduct other affairs at Native American villages or trade, load, and order goods when a ship is docked in the

PilgrimQuest™



Figure 5. Walk Around

harbor. You can also help your work teams by hunting, fishing, or logging at the indicated places.

By clicking the appropriate icon on the map, goods may be produced using the simulations. You can hunt, fish, or chop wood. When you are finished with your work, press the **ESCAPE** key to return to the colony "base" site.

- **VISITING NATIVE AMERICANS**

The player may visit a Native American village and, while there, may choose to smoke a peace pipe, negotiate a treaty,

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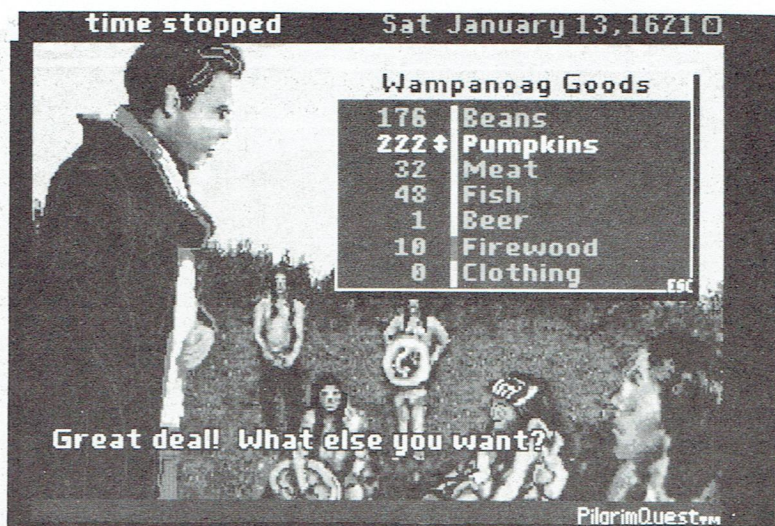


Figure 6. Visiting Native Americans

present a gift to the chief (sachem), or trade (Figure 6). Visiting Native Americans is also important because they will give you clues to finding the Mayflower Compact.

- **BOARDING A SHIP**

When a ship is at the dock it may be boarded by walking to the dock and **ENTERING** the ship. While there, the player may choose to chat with the captain, order goods from England, trade for goods on the ship, load supplies to pay backers, and read any documents that are on the ship.

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REPORTS

All of the vital information concerning the state of the colony may be quickly accessed by using the **Function** keys (**F 1** through **F 7**). The following information will be displayed:

- F 1:** Colony Report (population, food, debt, shelter)
- F 2:** Medical Report
- F 3:** Security Report (safety and tribal relations)
- F 4:** Farm Report
- F 5:** Building Report
- F 6:** Money Report
- F 7:** Stores Report

Using **ESCape** or pressing the same key a second time will clear the report from the screen. These reports are updated weekly. Each week a **Report** will appear. (The one that appears will be the last one you viewed.) Two important reports (Colony and Stores) are discussed in more detail in the following sections.

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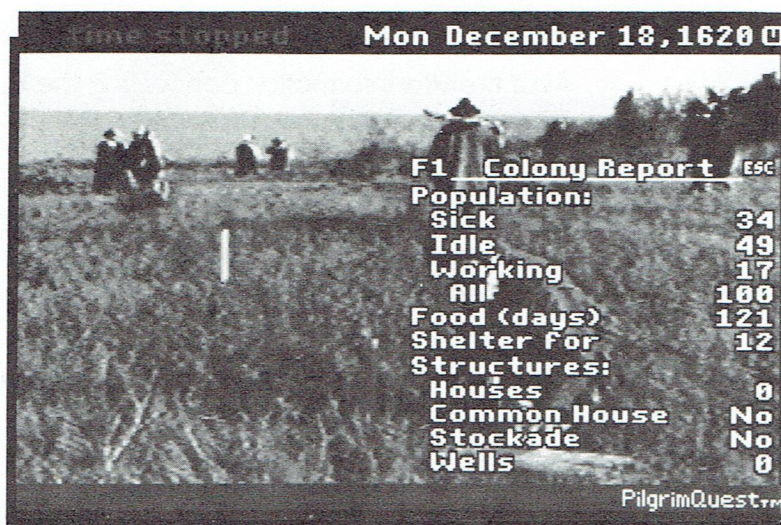


Figure 7. Colony Report

- **THE COLONY REPORT**

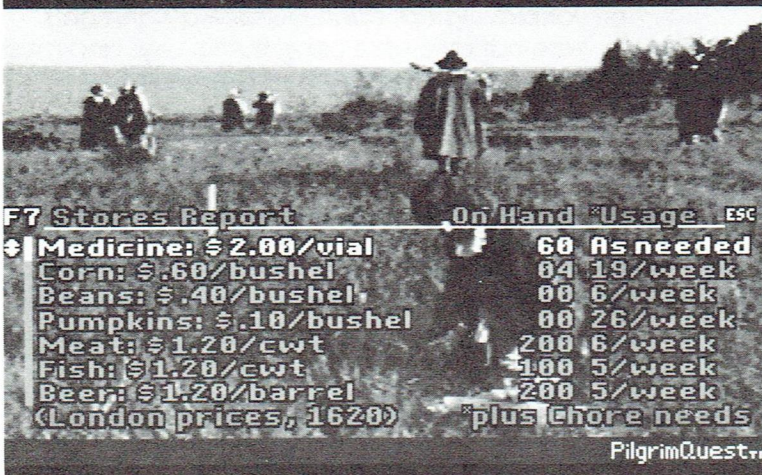
The **Colony Report (F1)** will include population counts, how many are working, idle, or sick, the number of buildings built, and so on (Figure 7). In addition, you may view a graph indicating crucial information on the state of the colony by choosing **Town Records** in the **Action Menu** (Figure 3, page 2.12). This graph will aid you in future decisions. The player may choose to eliminate these reports from the screen by pressing **ESCape**.

- **THE COLONY STORES**

The colony's stores (**F7**) consist of twenty-five

PilgrimQuest™

Time stopped Mon December 18, 1620



F7 Stores Report	On Hand	Usage	ESC
Medicine: \$2.00/vial	60	As needed	
Corn: \$.60/bushel	04	19/week	
Beans: \$.40/bushel	00	6/week	
Pumpkins: \$.10/bushel	00	26/week	
Meat: \$1.20/cwt	200	6/week	
Fish: \$1.20/cwt	100	5/week	
Beer: \$1.20/barrel	200	5/week	
(London prices, 1620)		plus chore needs	

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Figure 8, The Colony Stores

items. Those available in England can be ordered through a docked ship's captain. Other goods can be found at Native American villages. The player can trade by walking to the dock or one of the villages and selecting "trade goods" from the menu. Bartering is the way goods are acquired and you will have an opportunity to practice your negotiation skills.

Since these reports are usually updated every week, you can elect to display them automatically (at Sunday midnight) by choosing "Sunday reports on" in the **Game Options** menu. Most major game

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information is available through these report displays. **Important!!!** Chore assignments are not available using the **Fn** keys and must be accessed via **Attend Chores** in the **Action Menu**.

HELPFUL HINTS

In order to help you play the game, we have provided a number of "helpful hints" that will make the game run smoothly and assist you in making decisions.

Phase 1: Provisioning The Ship

Your backers have arranged for ship rental and supplies for the voyage. They have also provided tools, food, and other goods for your use when you arrive in the New World. The cost of all of this is your starting debt. Although the backers had some experience in provisioning such "adventures", their decisions may not always meet with your approval. You can make changes by buying and selling goods. Buy additional items or amounts (or sell) as you see fit. Some items (like beer, knives, muskets, and trinkets) will be purchased from England. Items like wampum and furs are only available in the New World.

Entering **Buy Provisions** from the **Action**

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Menu will list tools, food, and other goods initially provided for your use when you arrive in the New World. Make any changes with the left/right arrow ($\leftarrow \rightarrow$) keys, but make sure you don't get too deeply into debt.

Phase 2: Crossing The Atlantic (Figure 9)

To quickly and successfully cross the Atlantic, press **ENTER** when crossing. You will lose six points if you elect to "leap" the Atlantic, however, so you will be asked to confirm your decision (Y/N). The object of

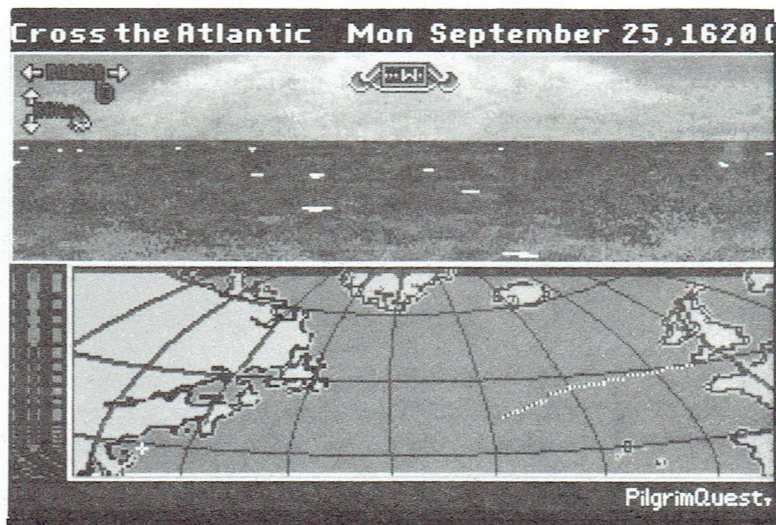


Figure 9, Crossing The Atlantic

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this simulation is simply to "get there". If you choose to navigate, adjust the compass heading with the rudder keys ($\leftarrow \rightarrow$) and bail with the bailing keys ($\uparrow \downarrow$). Pressing **ENTER** at any time will allow you to "leap" the Atlantic.

Phase 3: Choosing A Site (Figure 10)

After landing, you must explore the Cape Cod Bay area for possible colony locations. You do this in a small boat called a "shallop". A "Survival Guide" graph indicates how each site measures up; the longer the bar, the better for you.

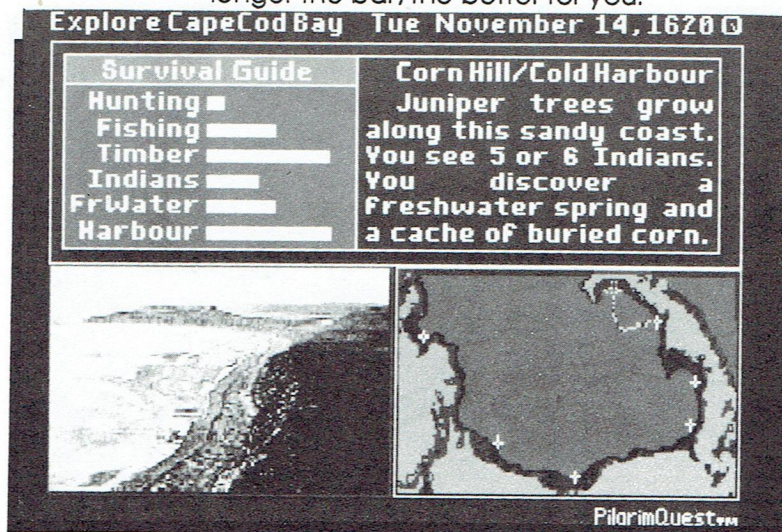


Figure 10, Choosing A Site

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Remember that a length of half a bar is the minimum necessary for the landed population's water supply.

Use the direction keys (←, ↑, →, ↓) to view information on each site, and the **ENTER** key to make a selection. Brief descriptions give additional information about the site.

To quickly "visit" all sites on Cape Cod Bay, press **ESCape** while sailing the shallop. Remember that you will lose 30 points if you elect to have *Time Windows™* visit all sites for you.

Phase 4: Managing The Settlement

After the Atlantic is crossed, Cape Cod Bay explored, and the colony site selected, the main part of the game begins on December 18, 1620.

Your mission is to build the colony, guard against Native American attack, pay your debts, find more food, care for the sick, survive, prosper, and find the Mayflower Compact.

VISITS

- **Visiting a Native American Village**

While visiting a Native American Village you may smoke the peace pipe, negotiate a treaty, steal something, present a gift to the

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chief (sachem), or trade. Negotiate carefully, as your relations with Native Americans are important to the success of the game. When smoking the peace pipe, you can "chat" with the chief and get various information, including clues to the lost Mayflower Compact. Make note of the clues you are given as they will increase your chances of finding the Mayflower Compact and increasing your score by 100 points when you find it.

- **Visiting Ships**

When a ship is at the dock you can chat with the captain, order goods from England, load some of your stores to pay your backers, and trade for whatever goods the ship may offer. Always check your debt situation (**F1**) and stores record (**F7**) before trading for goods. See pages 2.30 to 2.32 for more information about trading.

CHORE TEAMS

Services provided by chore teams and construction results are calculated weekly and can be viewed by pressing **F1** (Colony Report) and **F7** (Stores Report).

You need to know that, due to the religious beliefs of the Pilgrims, Sunday was a day of rest, prayer, and socializing. Work and trade on Sunday were considered sinful. If you

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trade or load goods onto a ship on a Sunday, you will lose points when the final score is tallied.

Nutrition and exposure will have an effect on chore teams. When Pilgrims become ill, members of chore teams become idle. As the sick recover, they will remain idle until you reassign them to a chore team.

- **Domestic Teams**

A standard "family" of six is nurtured and cared for by a single "domestic team" member (a mother). Any shortage of "domestic teams" will result in reduced efficiency of **ALL** chore effort for the colony. The absence of hot meals, mended clothes, fire tending, etc., will take its toll on colony success. Producing clothing (from cloth) and hot meals are important chores provided by the "domestic team".

HEALTH

- **Nutrition**

Sufficient supplies of each of the six foods will maintain a proper diet and provide nourishment. A shortage of one food can be made up from the stock of another without loss of calories, but nourishment will suffer eventually. After 66 days at sea, the Pilgrims' health was poor because they lacked fresh foods in their diets. Many died

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during the early days of the colony, so good nutrition and diet will be important for the survivors.

- **Water**

During site selection, the "Survival Guide" graph shows how much fresh water is available nearby. Half a bar length is enough for the landed population. Wells can be sunk by a chore team to supplement supplies at sites without lots of fresh water.

- **Weather**

You can't change the weather. While freezes are infrequent, winter conditions can be severe so adequate clothing and shelter are important (see below). Although not as serious a health threat as the cold of winter, the heat of summer can take its toll as well. Spring and autumn provide ideal weather conditions. Rainfall in the area is more or less even year round.

- **Fuel, Clothing, and Blankets**

Keep adequate amounts of firewood, clothing, and blankets, especially in winter when they are needed most. All three items are used up on a *per capita* basis and are depleted with time (clothes and blankets wear out, firewood is burned).

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SHELTER AND CONSTRUCTION

The Cape Cod Bay area has an abundance of trees. Building a structure requires the proper tools and lumber. You get lumber by sawing logs (if you have saws), and you get logs by cutting down trees (if you have axes). You can assign cutting and sawing teams (as a chore) and/or walk to a logging site and cut the trees yourself. As you use the simulation, lumber will only be added to your stores if you negotiate the stream without hitting a log. You will find that some logging sites have more trees than others.

Construction projects require a number of "team weeks", assuming all of the tools and supplies needed are available. If they aren't, you must trade for them. Only one **Common House** and one **stockade** can be built. Any number of houses and wells can be built.

FOOD

Food can be shot (hunted), caught (fished), or grown (farmed). It can also be traded (with Native Americans or docked ships), bought in England before sailing, and ordered through a ship's captain for delivery on the next ship out of England. Not all foods are available everywhere.

If you use the hunting or fishing simulation

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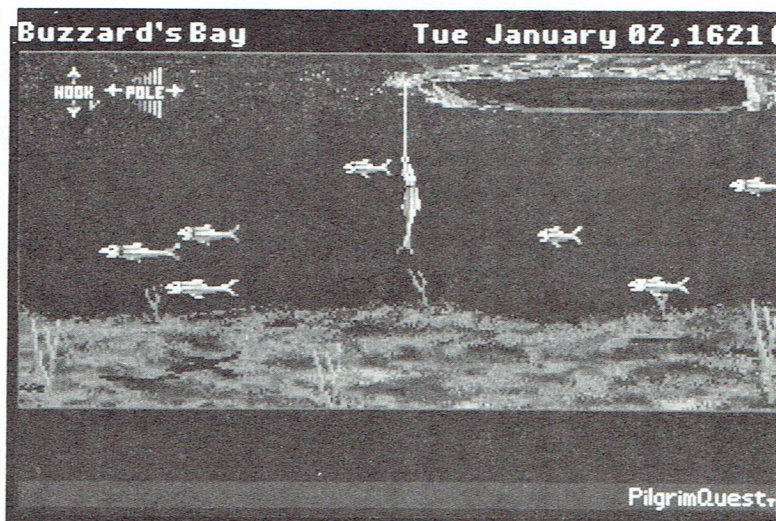


Figure 11. Fishing

(Figure 11) during the **Walk Around**, your food stores will increase with each fish or turkey you catch or shoot. Remember, however, that you will deplete your supply of shot and hooks proportionately.

- **Farming**

A "farming team" can plant one-sixteenth of an acre each week. Seed is taken directly from the food stock, so any shortages will reduce the plantings and/or deplete your supply of food. The planting season lasts 13 weeks in April, May, and June.

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After planting the crops, they must be tended before harvesting can begin. Tending requires the same effort as during the average planting week. Under-tending will reduce the crop-yield during the harvest. If the crop is left untended through the entire five-week growing period, two-thirds of it will be lost. Insufficient harvest teams reduce yields. Also, any prior under-tending will decrease yields, as explained above.

- At the start of each season, you are asked if you wish to use fish as a fertilizer. If you do so, you will double your yields during harvest, but reduce your fish stores during planting.
- In the spring of 1623, the Pilgrims wanted to increase farm yields. Two "plans" are presented and you are asked to select one. One will increase yields 50%, the other won't.
- At the end of harvest (early November), you can hold a Thanksgiving feast or not. If you have it, friendly Native Americans will attend and bring fresh meat. This feast will deplete your food supplies somewhat and improve your tribal relations a bit. If you don't have the feast, tribal relations will suffer relative to the "excess" food (over eight months supply) on hand.

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TRADING WITH EUROPEANS

When trading your locally produced goods at dockside, the captain will value things he might sell in England but offer less than if you ship the goods to your backers as payment on your account. The colonists are efficient in the production of lumber but inept at trapping, so you must trade with the Native Americans to get furs. Furs are highly valued by Europeans.

- **Shipping**

To pay off your debt, you must send goods to England. When a ship is visiting, **Walk Around** to the colony dock, board it, and select *"Ship some goods"* from the "on board" menu. A box allows you to load goods aboard the ship (or unload previously loaded goods). Press **ENTER** to signal that you're done loading and another box will appear with the value of the loaded goods, the shipping charge, and the insurance fee. You will be asked if you want to purchase insurance. You may want to buy insurance as ships are sometimes lost at sea or captured by pirates. Answer yes or no (**Y/N**) and see the net value. Pressing any key will then restore the "on board" menu.

Shipped goods arrive in England 20 days after leaving the colony unless they are lost at sea or taken by pirates. The day they

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arrive is called the "Settle Date". If the ship makes it (or the goods were insured), you will receive the proper credit against your debt.

- **Ordering** (Figure 12)

To order goods from England, *Walk Around* to the colony dock, board the ship, and select "Order some goods". A box lets you order whatever goods are generally available in England (subject to a maximum). Unlike loading goods, your "on hand" quantities are not reduced when

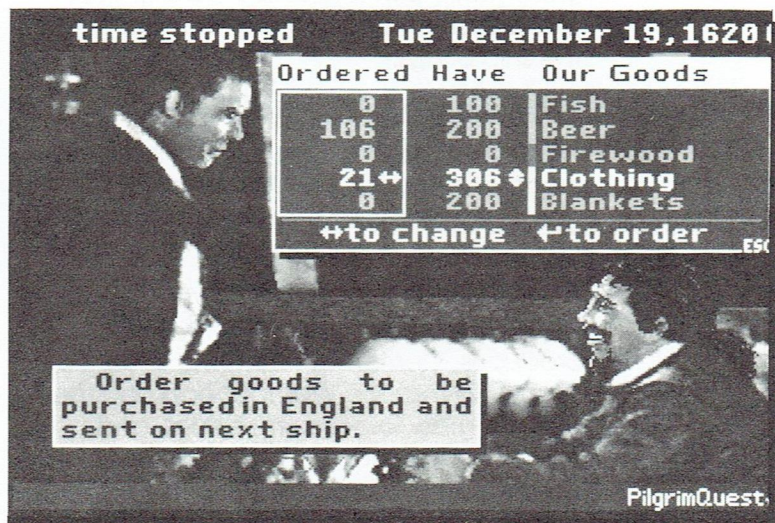


Figure 12. Ordering

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ordering. Pressing **ENTER** will provide similar displays as when loading.

You can check the status of goods previously loaded or ordered by pressing **ENTER** twice. This will bring up the summary display. Any key will then exit to the "on board" menu.

Ordered goods are sent from England on the next ship out. If the cost of your order will push your debt past the absolute limit (\$6,553.50), quantities will be automatically reduced as necessary. When a ship arrives from England, you will see a "Backer's Statement" with financial details of your previous shipment and any ordered goods the ship brings.

TRADING WITH NATIVE AMERICANS

Tribal goods are added to tribal inventories monthly and consumption is subtracted. Amounts produced will vary with their population and local specialization.

Each tribe has its own value system depending on what it needs, wants, and produces. Remember from the *Source Book* (page 12) that the Wampanoag and the Nausets grow lots of corn, beans, and pumpkins; the Massachusetts and Nipmucs will have furs to trade (in season); while the Narragansett and Pequot tribes produce

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fine wampum that is highly prized by the other tribes.

Good traders know that friendly feelings are important. Every offer affects these feelings which, in turn, influence trading decisions. For example, a particularly bad offer might result in anger and the end of trading for a time. Business is business, however, and bad feelings are partially forgotten as time passes.

MONEY AND DEBT

Money concerns include initial financing, the provisioning for the voyage, and your efforts to get out of debt and/or accumulate cash. All "real money" transactions take place with your backers. Backers are "adventurer" financiers, the venture capitalists of those days, who have their offices in London.

The basic money unit is 1 shilling, which is translated to 10 cents American. Thus 20 shillings (1 pound English sterling) will display as \$2.00 American. This is fairly close to the current floating exchange rate and is preferred to the "historic" rate of 5 gold dollars, since American dollars didn't exist at that time.

Prior to sailing, direct transactions are permitted. Borrowing increases cash on

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hand **and** debt, with one year's interest added to the account immediately. Repayment on debt is accepted, but no interest is rebated for early settlement of your account. Once the Mayflower has sailed, debt (and/or cash) can be reduced or increased only by sending goods from the colony to England and by ordering goods from England.

After you've reached the New World, your only contact with London is through ships that arrive at your colony. Those that arrive from England will carry a "London Account" from your backers. This account will show the latest interest charge as well as any debt reductions for goods you sent back or increases for goods shipped to you.

When a ship returns to London, interest is added to your debt for the number of days since the last "Settle Date". If adding interest exceeds the absolute debt limit (\$6,553.50), you will lose the game. If the cost of goods you have ordered exceeds the debt limit, quantities will be reduced as necessary.

SECURITY

Defense from Native American attack depends on whether you have a stockade, how many of the population can bear arms, and how well the colony is guarded. The

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posting of guards boosts your defenses by providing early warning and serves to deter attack. Having sufficient muskets and powder is crucial to a good defense.

Tribal offensive power is a function of the number of warrior braves and their weapons. Usually, a threat or challenge is sent and you must respond to it. Afterward, you will have a few days to make things right.

If tribes have acquired muskets and ammunition, they will be bolder about attacking. In this case if an attack comes, you will be overwhelmed and lose the game even if you are well defended and inflict many casualties. This is why maintaining good relationships with the Native American villages is important.

FINDING THE MAYFLOWER COMPACT

There is one way to find the Mayflower Compact and add 100 points to your score. To start, you visit a Native American village to get clues about the Compact's whereabouts. To get the clues, start "talking" with the tribe and choose "Have you seen our Compact?" from the "dialog" menu.

You will either be given a clue to find the *divining rod* at a different Native American village or they will give it directly to you.

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Once you get the divining rod, the Native Americans will tell you how to use it. Leave the village by pressing **ESCAPE** and follow the compass by pressing **ENTER**. When the compass gives you mixed directions you are getting close to the Compact. Move around in that small area, pressing **ENTER** after each move, until you find the Compact. This can take quite a bit of time, so be patient.

EVENTS

Many Events will occur over the six years covered by the game. These Events will include the arrival of ships, Thanksgiving feasts, arrival of new settlers, and so on.

These events will have a big effect on your colony so it is a good idea to keep track of them.

HOW CAN THAT BE?

Due to the interdependencies in the game (as in real life), results are not always as expected. So game logic can come into question. Some (but not all) of these cases are covered in this section:

- Fertilizing Crops

Taking the option to fertilize your crops may actually reduce planted acreage. For example, this can occur when stocks of fish

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are depleted rapidly and there aren't any left for food. Such shortages affect the diet, which in turn affects colony health by causing illness and deaths. Illness will reduce the number of farmers (and others), which will reduce planted acreage.

You can solve this problem by insuring adequate fish supplies throughout the planting season. Even if the acreage is reduced, however, yields on the fertilized acres will produce bigger crops, other factors being equal.

- Defending the Colony

The number of "readymen" may drop after completing the stockade. This is because even though each musket-bearing man (half the population) could fire only six rounds in open field combat before the battle is decided, he could fire 15 rounds from the stockade. Therefore, the amount of powder and shot required is greater. Just having the stockade, however, greatly outweighs the number of readymen as a defense factor.



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